

HUNT SEAT FLAT

1. Trot a serpentine with two diagonal changes.
2. Trot a figure eight with one diagonal change.
3. Stop. Do a 180-degree turn.
4. Pick up canter and canter a serpentine with two flying lead changes.
5. Turn up center and canter a figure eight with one simple change of lead.
6. Stop. Drop irons and trot up center of arena.
7. Stop. Pick up irons and canter on right lead (track).
8. Increase speed to hand gallop.
9. Pull and halt (4-6 seconds) and back four steps return to line.

SUPREME AWARD

PATTERN # 1

